

CBM
64/128

COMMODORE 64/128

IKARI WARRIORS

GAME FEATURES

- Gallup No.1 hit
- 1 or 2 player arcade action



COMMODORE



SPECTRUM



AMSTRAD

● Home computer
version of SNK's
hugely
coined

5 012189 300395



IKARI WARRIORS

ENCORE



ENCORE

£2.99
US \$4.95

General Alexander Born C.I.F. US force in Central America has been seized by a band of revolutionaries and held captive in his own headquarters. Before he can capture the military which you and your buddy picked up.

Your plane crashlands in the dense jungle some distance from the headquarters. After deciding whether to go it alone or attempt the rescue together you set off. You are deep in hostile territory. On all sides gather trained mercenaries and commandos, determined to stop you. It soon becomes apparent that you lack the supplies to win, but win through your wits.

Although enemy tanks and use them yourself. Collect fuel and grenades left by the enemy as they reveal. Show no mercy for you are the Bad Warrior.

LOADING INSTRUCTIONS

Spectrum
Commodore 64 (Cass)
Commodore 64 (Disc)
Amstrad (Cass)
Amstrad (Disc)
Atari ST & Amiga
IMPORTANT - FOR VIRUS PROTECTION
Switch computer off - leave for minimum of ten seconds - switch back on and enter disc

LOAD

SWIFT & RUNSTOP
LOAD* & I
CONTROL & ENTER
RUNMENU* ON SIDE A
INSERT DISC & RE-SET

- * The PROGRAM disc is self-booting. Place disc into disc drive and run system on.
- * For EGA, remove the PROGRAM disc after loading is completed. Insert EGA disc into disc drive and press RETURN.
- * For A and B disc drives place the PROGRAM disc into Drive A and run system on. Once loading is complete, place the EGA disc into Drive B and press RETURN.

PLAYING INSTRUCTIONS

You may choose either one or two players. To fire a bullet press the fire button key. To throw a grenade or get into a tank, hold down the fire button key.

There are two modes on all versions:

A) You fire in a fixed direction

B) You fire in the direction you are moving

Spectrum & Amstrad (Keyboard or most joystick)

Player 1: Move and fire - joystick or redistinctive keys

Change Mode - redistinctive keys

Commodore 64/128 (Keyboard and joystick)

Player 1: Move and fire - joystick port 1

Change mode - keys RUNSTOP or COMMODORE

Player 2: Move and fire - joystick port 2

Change mode - keys "

Enter during title screen

F1 - 1 Player game

F2 - 2 Player game

Fire - Assume last command

Enter during the game

C - Pause

D followed by 0 - end game

F5 - Toggle music through

music - sound FX

music

sound FX

Atari ST & Amiga

Enter 1 for player one

Enter 2 for player two

Player 1 uses joystick port 1

Change mode key - space bar

Player 2 uses joystick port 0

Change mode - enter key

F1 restarts game

F2 pauses game

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GUARANTEE

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program and believe that the product is defective, please return it directly to the following address:

Customer Services Dept
Elite Systems Limited
Anchor House
Anchor Road
Alldridge
Walsall WS9 8PW
Telex 336130 ELITE G

Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

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